INSTRUCTION MANUAL

DOOM II™

Distributed by
GT Interactive Software

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See Addendum for installation instructions

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IMPORTANT NOTE TO MULTIPLAYER MODE USERS

When you are playing with friends, certain rules for playing **DOOM II** change significantly. Full details on this are included on the separate **Multiplayer Addendum** found in your game box.

IF YOU REQUIRE TECHNICAL ASSISTANCE

If you are having problems running **DOOM II**, please refer to the **Troubleshooting Addendum**. If you require further assistance call GT Interactive Software's Technical Support at: (212) 951-3126.

THE STORY CONTINUES...DOOM II: Hell on Earth

Back at last. After days of hard fighting in space, you've returned home on well-earned leave. You're one of Earth's crack soldiers, hard-bitten, tough, and heavily-armed. When the alien invasion struck Mars, you were the first on the scene. By killing, killing, and killing, you won. You stopped the invasion, saved Mars base, and became a war hero. What they don't talk about so much is that you were the only survivor.

But that's all behind you now. You've quit the military, and are heading home. Your drop pod lands with a crunch. You open 'er up, and look out. Damn! The city ahead is on fire. What the devil is going on? You stagger forward, clutching at your sidearm. Packs of refugees are fleeing the flaming metropolis. A band of them shriek in terror. You squint. What's that? Someone is attacking the refugees. You rush up and blast away, killing the troublemaker. It looks like a human, but something's wrong. His mouth is filled with half-chewed flesh, and he's all messed up, like a zombie from a bad horror movie. Hell, not again!

You can feel it. It's all starting again, just like on Mars. First, people are taken over, turned into cannibal Things. Then the real horror starts, the deformed monstrosities from Outside. But now it's on Earth

It turns out that the invaders are all over. Monsters range from Tokyo to Timbuktu, from Stockholm to Scranton. Billions are dead. Some people have been transformed into flesh-eating mutants, but a few, a very few, are still alive and fully human. The wise men of humanity have evolved a plan to save what's left of the human race. They have built enormous ships to carry the remaining people into space, safely away from the ruined world.

Unfortunately, Earth's only ground spaceport has just been taken over by the demons. They've instituted a sort of force field — a flame barrier — over the port; no ships can land or take off. You gotta go back into action. The pathetic remnants of Earth's soldiers are making an assault on the invaders at the spaceport. If you win, you might be able to turn off the barrier, so that the ships can leave, and Homo sapiens may not go extinct just yet. If you lose, that's it. Humanity is history.

You and your comrades make their attack. Soon, brave men drop like flies. You lose track of your friends, though sometimes you can hear them scream when they die, and the sounds of combat echo from deep within the starbase.

Something hisses with rage from the steel tunnels ahead. They know you're here. They have no pity, no mercy, take no quarter, and crave none. They're the perfect enemy, in a way. No one's left but you. You...and Them.

OBJECT OF THE GAME

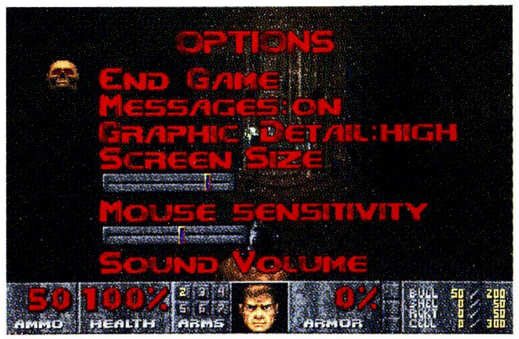
Welcome to **DOOM II**, a lightning-fast virtual reality adventure where you are the toughest space trooper ever to suck vacuum. Your mission is to fight your way though the demon-infested earth in the hopes of saving the Earth from an eternity in Hell.

The gameplay for **DOOM II** is simple. This isn't a cumbersome adventure game, but an action-oriented slugathon. To survive all you need is brains and a killer instinct.

USING THE DOOM II MENU

When you run **DOOM II** a self-running demo will begin. To get to the menu press the Spacebar. Use the arrow keys, mouse, or joystick to move the skull cursor up and down. When the skull is adjacent to a desired selection, press the Enter key, left mouse button, or joystick Fire button to activate that selection.

If you're in a game, you can bring up the menu at any time by pressing the Escape key. Many of the Menu options can be activated directly by using a function key, thus bypassing the menus entirely. To exit the menu, press the Escape key or to return to the previous menu from a submenu press the Backspace key.



NEW GAME

If you want to jump into the action, select this. **DOOM II** will ask you to set the difficulty level. Each difficulty level differs in the toughness of the enemies you'll face. Beware the *Nightmare* level of difficulty. It is definitely not suitable for inexperienced game players.

LOADING AND SAVING YOUR GAME (F2 AND F3)

Games can be saved or loaded at any time during the gameplay. To save a game, move the skull cursor to any empty slot (or one you don't mind writing over), and press the Enter key. This option is only available if you are currently in a game. To load a game, simply select the appropriate game from the Load Game menu.

QUICKSAVE: Pressing the function key F6 allows you to Save a game without leaving the action. The first time QUICKSAVE is used in a given game, the standard Save menu appears. Select a slot. From then on, pressing F6 automatically saves the game to that slot without interrupting the fun of smackin' baddies around. Pressing F9 loads in the last QUICKSAVE game after prompting you.

QUIT GAME (F10)

Quit Game enables you to quit from **DOOM II** and return to DOS.

END GAME (F7)

This allows you to end the current game without exiting to DOS or loading a new game.

MESSAGES (F8)

In **DOOM II**, whenever you pick up an item, you'll receive information about the thing you just picked up. This option lets you toggle **DOOM II**'s messages on and off.

GRAPHIC DETAIL (F5)

The default setting for the screen detail is HIGH. If you have a slower computer or video card, and the action is too jerky, you may wish to select LOW to make the game action smoother.

SCREEN SIZE (+ and -)

Just below this option is a bar with a sliding marker. When this option is selected, you can use the arrow keys to slide the marker back and forth to adjust the viewing area. A smaller viewing area increases the smoothness of the animation on slower systems.

SOUND VOLUME (F4)

This selection also has a bar with a sliding marker, allowing adjustment of the volume from "off" to "maximum." These bars modify the music as well as the sound effects volume.

MOUSE SENSITIVITY

This selection lets you adjust the sensitivity of your mouse control. Just below this option is a bar with a sliding marker. When this option is selected, you can use the arrow keys to slide the marker back and forth to adjust the sensitivity of the mouse.

GAMMA CORRECTION (F11)

On some monitors, **DOOM II** may appear too dark. Press the function key, F11 to lighten the screen through five different brightness levels.

TIP: *Save your game and save it often. When you die, you're back to the beginning of the level, toting that little pistol again. That ain't good, especially after you progress to some of the tougher levels.*

ON-SCREEN INFORMATION

DOOM II provides on-screen information that's necessary to survive.

THE STATUS BAR

1 2 3 4 5 6 7

1. MAIN AMMO: In big fat numbers, you see the number of shots you've got left in the weapon you're currently using.

2. HEALTH: You start out at 100%, but you won't stay there long. At 0% it's time to start over. Try a little harder next time!

3. ARMS: This list of numbers shows which weapons are available. If a number is highlighted, the weapon is accessible by pressing that number. ("1" is always available.)

4. YOUR MUG: This portrait isn't just for looks. When you're hit, your face looks in the direction from which the damage came, telling you which direction to return fire. Also, as you take damage you'll begin to look like raw hamburger—as shown to the left.

5. ARMOR: Your armor helps you out as long as it lasts. Keep an eye on it, because when it goes, you might, too.

6. KEY CARDS: You can see any keys you possess right here. There are three key colors; Yellow, Red, and Blue.

7. AMMO: This shows how much of each type of ammo you're carrying and the maximum amount you could carry—if you had it.

MESSAGES

Often you'll find yourself running over various items. **DOOM II** tells you what you're picking up by printing a message on the screen—unless messages are off. Pressing RETURN will display the last message.

THE AUTOMAP

To help you find your way around **DOOM II**, you're equipped with an automap device. By pressing the Tab key, you replace your normal view with a top-down map of everything you've seen up to date. The white arrow represents you, and points in the direction you're looking.You can zoom in and out by pressing "+" or "-." Press the number "0" to toggle between zoom and full view. To mark your location on the map press the "M" key. This will place a number over your location. To clear all the numbers from the map, press the "C" key.

MOVING IN THE AUTOMAP:

Using the arrow keys, you can move yourself, while viewing the Automap. This is dangerous, since you can't see the enemy while viewing the Automap. To scroll the Automap without moving yourself, turn off Follow mode. Pressing the "F" key will toggle Follow mode on and off.

CONTROLLING THE ACTION

Most of the play commands in **DOOM II** are a simple keypress away. You can use either your keyboard, mouse, joystick, and combinations of both to move, pick up items, shoot, and open doors.

MOVING

At first, you might find yourself bumping into walls while demons beat on you. Once you've got movement down, everything else follows.

WALKING: Use the up and down arrow keys to walk forward and backward.

TURNING: The left and right arrow keys turn you left and right.

RUNNING: Hold down the right Shift key and the appropriate arrow key to speed yourself up.

STRAFE: By holding down the Alt key and the right or left arrow key, you can sidestep, rather than turn left or right.

Note: Jumping is very important for successfully completing **DOOM II**. Though there is no Jump Key, you can leap from ledges by getting a running start. The faster you are moving the further you will go.

TIP: *When travelling narrow passages many players have found it useful to examine the Automap in a magnified mode enabling them to see exasctly where to step.*

JOYSTICK OR MOUSE: If you are using a joystick, use button 1 to shoot and button 2 to open doors and activate switches. Gravis PC Gamepads have a third and fourth button. These can be used as a Strafe and a Run button, respectively. If you are using a mouse, use button 1 to shoot and button 2 to walk forward. Double-click button 2 to open doors and activate switches. On a three-button mouse, use button 3 to strafe and double-click button 3 to use doors and switches.

PICKING UP STUFF

To pick up an object, just walk over it. You're smart, and know if you need to take it.

USING DOORS, SWITCHES & ELEVATORS

To open most doors and operate switches, stand directly in front of them and press the Spacebar. When you successfully operate a switch, it will change in some way (lights up, flips a handle, etc.) If a switch does not change after a couple of tries, it is probably assigned to do a task that cannot yet be accomplished.

LOCKED DOORS: Some doors have security locks, and require you to have a color coded (yellow, red, and blue) security card or skull key to open them. Other locked doors are operated by a switch on a nearby wall. Rather than walking up to the door, you'll need to operate the switch.

HIDDEN DOORS: Some doors are hidden. Many of these can be opened by finding a switch. In some cases you just need to walk up to the wall and press the Spacebar. If you've found a secret door, it will open for you. There are clues that reveal a secret door—a wall that's shifted down or a different color, a flashing light on a wall, etc.

ELEVATORS: You'll see platforms that raise and lower. Some platforms operate continuously, while others must be activated. Some of them sense your proximity and lower automatically. Others have a nearby switch. Those without a switch can usually be operated by walking up to the platform and pressing the Spacebar.

TELEPORTERS: Teleporters can be identified by an evil symbol on the floor beneath them. To use a teleporter, walk over the symbol.

COMPLETING AN AREA

At the end of each area in **DOOM II** there is an exit chamber. Enter this chamber and press the switch inside to exit the area and head onward. When you finish an area, an Achievement Screen tallies your performance. Hidden regions located, ratio of kills, percentage of treasure found, your completion time, and a par completion time are all displayed.

ETERNAL LIFE AFTER DEATH

If you die, you restart the level at the beginning with a pistol and some bullets. You have no "lives" limit—you can keep restarting the level as often as you're killed. The entire level is restarted from scratch, too. Monsters you killed before are back again, just like you.

FIREPOWER AND HOW TO USE IT

WEAPONS: At first, you have only your pistol and your fists for protection. When you run over a new weapon, you'll automatically equip yourself with it. As the game progresses, you'll need to choose between firearms. The numeric keys select particular weapons (you cannot use the keypad keys for this selection). The weapons are:

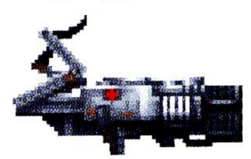
1 = Fist/Chainsaw **2 = Pistol**
Note: When you walk across the chainsaw it replaces your fist as the current weapon.

3 = Shotguns/Combat Shotguns can deliver a heavy punch at close range and a generous pelting from a distance.
Combat shotguns are double-barrelled, sawed-off killing sticks. These gats are the ultimate in pellet warfare. Beware, two barrels not only deliver more fire power, but takes more time to reload. ***Pressing the "3" key will toggle between the Shotgun and the Combat Shotgun.***

4 = Chainguns direct heavy firepower into your opponent, making him do the chaingun cha-cha.

5 = Rocket Launchers deliver an explosive rocket that can turn several baddies inside-out.

6 = Plasma Rifles shoot multiple rounds of plasma energy—frying some demon butt!



7 = BFG 9000s are the prize of the military's arsenal. Great for clearing the room of those unwelcome guests. Shoot it and see for yourself.

FIRING: To use a weapon, point it towards the enemy and press the Ctrl key, or hold down the Ctrl key for rapid fire. If your shots hit a bad guy, you'll see splattering blood. Don't worry if the enemy is higher or lower than you. If you can see a monster, you can shoot it.

AMMO: Different weapons use different types of ammo. When you run over ammo **DOOM II** automatically loads the correct weapon.

Small Ammo		Large Ammo		Weapon
Clip		Ammo Box		Pistol, Chaingun
Shells		Box of Shells		Shotgun
Rocket		Rocket Case		Rocket Launcher
Cell		Bulk Cell		Plasma Rifle, BFG 9000

You have a maximum limit on the amount of ammo you can carry, too. These are listed on the right side of your status bar. Also, when you find a weapon that you already possess, don't scorn it! Picking it up also gives you ammo.

COMMANDS AND SHORTCUTS

Pause Key = Pause	Esc Key = Menu	Tab = Automap (on/off)
F1 = Help	F2 = Save	F3 = Load
F4 = Sound Volume	F5 = Graphic Detail	F6 = Quicksave
F7 = End Game	F8 = Toggle Messages	F9 = Quickload
F10 = Quit	F11 = Gamma Correction	
- = Reduce View	+ = Increase View	

COMMANDS USED ONLY IN AUTOMAP

F = Follow mode (on/off)	M = Mark place	C = Clear Marks
+ = Zoom in	- = Zoom out	0 = Full map/Zoom

WEAPONS SELECTION

1 = Fist/Chainsaw	2 = Pistol	3 = Shotgun / Combat Shotgun
4 = Chaingun	5 = Rocket Launcher	
6 = Plasma Rifle	7 = BFG 9000	

MOVEMENT KEYS

Move Forward . . . . . Up Arrow, Mouse Button 2
Move Backward . . . . . Down Arrow
Turn Left . . . . . Left Arrow
Turn Right . . . . . Right Arrow
Run Forward . . . . . Shift + Up Arrow
Run Backward . . . . . Shift + Down Arrow
Fast Left Turn . . . . . Shift + Left Arrow
Fast Right Turn . . . . . Shift + Right Arrow
Strafe Left . . . . . Alt + Left Arrow
Strafe Right . . . . . Alt + Right Arrow

FIRING YOUR WEAPON

Ctrl Key
Mouse Button 1
Joystick Button 1

OPENING DOORS/FLIP SWITCHES

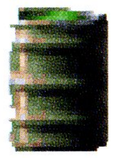
Space Bar
Double-click Mouse Button 2
Joystick Button 2
Double-click Mouse Button 3

TIP: *When you're comfortable playing the game, try using the keyboard and the mouse simultaneously. The mouse provides fine control for aiming your weapon (allowing you to smoothly rotate right and left) while the keyboard permits you to activate the many useful functions of the game.*

DANGEROUS DOOM II ENVIRONMENT

Some parts of the **DOOM II** environment can be more dangerous than the monsters you'll face. Areas containing exploding barrels, radioactive waste, or crushing ceilings should be approached with caution.

EXPLODING BARRELS: Scattered around the base are drums containing fuel, toxic waste, or some other volatile substance. If your shots hit one of these barrels, it's kablooey time! It might take several bullets to set off a barrel, but a single blast of any of the other weapons usually does the trick.



SLIME AND OTHER RADIOACTIVE WASTE: Many of the areas in **DOOM II** contain pools of dangerous liquids that will damage you if you walk through them. There are several varieties of waste, each doing an increasing amount of damage. If it looks fluid, beware!

CRUSHING CEILINGS: Some of the ceilings in **DOOM II** can smash you, making you cry blood. Often you'll be able to see the ceiling moving before you go under it, but not always. Be careful and Save often!

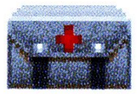
TIP: *Barrels can often be the most devastating weapon in your arsenal—delivering a body-blasting explosion to all nearby purgatory pedestrians. Wait until several evil guys get next to a barrel and blast away at the can, then watch 'em all go boom!*

HEALTH AND ARMOR

Even for a tough hombre like you, **DOOM II** can be a deadly place. Whenever you are injured, the screen will flash red, and your health will decrease. Keep an eye on your health or you'll end up face down.

HEALING: When you're hurt, you'll want to get your health back as soon as possible. Fortunately, Medikits and Stimpacks are frequently scattered around the base. Grab them if possible.

Stimpacks give you a quick injection of booster enzymes that make you feel like a new man—at least, to a degree.



Medikits are even better, and include bandages, antitoxins, and other medical supplies to make you feel a lot healthier.

ARMOR: Two types of body armor can be found laying around. Both reduce damage done to you. Unfortunately, both deteriorate with use, and eventually are destroyed by enemy attacks, leaving you in need of replacement armor.

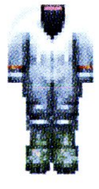
Security armor is a lightweight kevlar vest that's perfect for riot control.

Combat armor is a heavy duty jacket composed of a titanium derivative—useful for protection against real firepower, like the kind you're gonna face.

If you're wearing armor, you only pick up a replacement suit if it provides more protection than what you're now wearing.

POWER-UPS

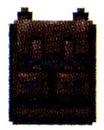
Other bits of "challenging electronics" may be found in **DOOM II**. Most of these are pretty doggone handy, so grab them when able. These special items have a duration of either the entire level, a specific amount of time, or just provide an instant benefit. A few of them affect your game screen so you can tell when they are active. For example, when you pick up a radiation suit, the game screen turns green. As the suit deteriorates the screen will flash. This is a hint to get out of the radioactive ooze now!



Radiation Suits provide protection against radioactivity, heat and other low-intensity forms of energy. Basically, these suits enable you to wade through the radioactive ooze without taking damage. While a suit holds out, your

screen will have a greenish tint.
Duration: Time Based

Berserk Packs heal you, plus act as a super-adrenaline rush, enormously boosting your muscle power. Since you're already a pretty meaty guy, this enhanced strength lets you tear ordinary dolts limb from limb, and you can even splatter those demons without too much trouble. However, you've got to use your Fist attack to get the benefit of the Berserk attack bonus. When you become Berserk, your screen will briefly turn red.
Duration: One Level



Backpacks increase the amount of ammo you can carry. In addition, whenever you find a backpack, you receive extra ammunition.

Computer Maps are a handy find, updating your Automap with a complete map to the entire area, including all secret or hidden areas. Areas you haven't been to are mapped in grey.
Duration: One Level

Light Amplification Visors allow you to see clearly even in pitch dark.
Duration: Time Based

ARTIFACTS

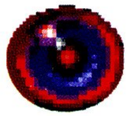
A few artifacts from the other dimension are now laying around and you may want them, too.

Health Potions provide a small boost to your health—even past your normal 100%!

Spiritual Armor provides a little extra protection above and beyond your normal armor.

Soul Spheres are rarely encountered objects that provide a large boost to your health. A close encounter with one of these and you'll feel healthier than ever!

Mega Spheres combine the power of combat armor with the benefits of a Soul Sphere.



Blur Artifacts are strange orbs that make it difficult for others to spot you. The enemy can still see you, but most of their attacks will be less than accurate.
Duration: Time Based

Invulnerability Artifacts render you immune to all damage. Pretty cool, until the effect wears off. When you're invulnerable your screen will be white—your punishment for being tough.
Duration: Time Based

TIP: *Create dissension among demons by maneuvering them into a crossfire. If a bad guy is hit by another demon, he'll turn his rage towards the poor jerk with the pitiful aim. If this happens, let 'em at each other—it's always best to let the bad guys do the work for you. (This isn't effective with projectiles fired between demons of the same form.)*

THE ENEMY

From the very first moment you enter the door, till the last gunshot of the game, you'll be fighting a host of baddies. Some are just regular guys with a bad attitude, others are straight from Hell. Some of the monsters you'll face aren't shown here. Don't say we didn't warn you.

Former Humans: Just a few days ago, you were probably swapping war stories with one of these guys. Now it's time to swap some lead upside their head.

Former Human Sergeants: Same as above, but much meaner, and tougher. These walking shotguns provide you with a few extra holes if you're not careful!

Former Commando: Geeze, weren't shotgun zombies bad enough? At least when you fade these jerks you get a cool chaingun.

Imps: You thought an imp was a cute little dude in a red suit with a pitchfork. Where did these brown bastards come from? They heave balls o' fire down your throat and take several bullets to die. It's time to find a weapon better than that pistol if you're going to face more than one of these S.O.B.s.

Demons: Sorta like a shaved gorilla, except with horns, a big head, lots of teeth, and harder to kill. Don't get too close or they'll rip your fraggin' head off.

Spectres: Great. Just what you needed. An invisible (nearly) monster.

Lost Souls: Dumb. Tough. Flies. On fire. 'Nuff said.

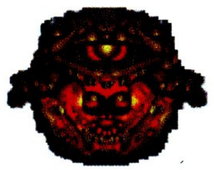
Cacodemons: They float in the air, belch ball-lightning, and boast one Hell of a big mouth. You're toast if you get too close to these monstrosities.

Hell Knight: Tough as a dump truck and nearly as big, these goliaths are the worst things on two legs since Tyrannosaurus rex.

Barons of Hell: The Hell Knight was bad news, but this is Big Daddy. These bruisers are a lot like Hell Knights, but look a little different and are twice as tough to kill.

Arachnotron: Maybe cybernetics wasn't such a great idea after all. Look what the demons have done with it. It seems unfair somehow you're not the only guy in Hell with a plasma gun.

Pain Elemental: What a name. And what a guy. Killing him is almost as bad as letting him live.



Revenant: Apparently when a demon dies, they pick him up, dust him off, wire him some combat gear, and send him back into battle. No rest for the wicked, eh? You wish your missiles did what his can do.

Mancubus: The only good thing about fatso is that he's a nice wide target. Good thing, because it takes a lot of hits to puncture him. He pumps out fireballs like there was no tomorrow.

Arch-Vile: One of the worst of a bad lot. You can't think of enough rotten things to say about him. He's fast, hard to kill, casts spells, and resurrects dead monsters! At least these suckers are rare.

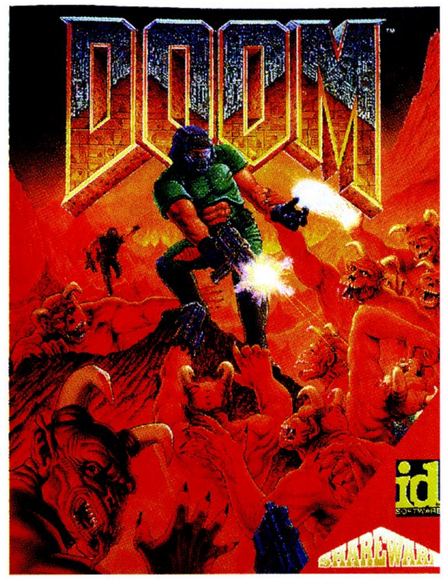
The Spider Mastermind: You guess the Arachnotrons had to come from somewhere. Hi, mom. She doesn't have a plasma gun, so thank heaven for small favors. Instead, she has a super-chaingun. Crap.

The Cyberdemon: A missile-launching skyscraper with goat legs. 'Nuff said.

Note: The above illustrations are not drawn to scale.

FREE!!!!

Original **DOOM**, The First Episode



Get the first episode of the original **DOOM** (shareware) Knee Deep in the Dead, FREE. This is the game that started the **DOOM** craze! Nine full levels of mutant-laden and blood-spattered action. Be the last Space marine and defend against fearsome beasts still drenched in the blood of your comrades. Lose yourself in a vivid virtual world so real you'll swear the bullets are streaking past your face.

One **free DOOM** per customer, please.
Each additional DOOM, only $5.95

DGI-1	**DOOM**	FREE
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DOOM II Survival Guide

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- The **DOOM II** maps
- The fastest path to finish each level
- Quick-start survival tips
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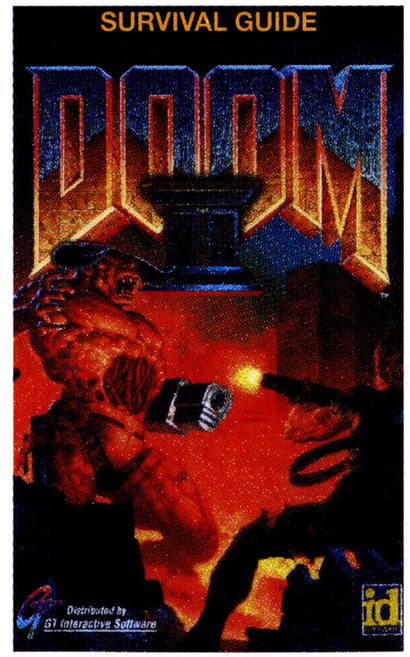

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ARTISTS
Adrian Carmack Kevin Cloud

DESIGNER
Sandy Petersen

DESIGN AND TECHNICAL SUPPORT
Shawn Green American McGee

BIZ ASSISTANT
Donna Jackson

SPECIAL THANKS TO

Music and Sound Effects
Robert Prince

Model Development
Gregor Punchatz

Sound Driver
Paul Radek

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